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VISUAL STUDIES WORKSHOP ANNOUNCES SPRING SALON PROGRAMMING
–FIlm, Photography & Media Arts Exhibitions & Events at 36 King Street –

Still from "Pieces (Nov. 15, 1975)" by Peer Bode (1975)

Rochester, NY (January 13, 2026) Visual Studies Workshop (VSW), the nonprofit arts organization dedicated to experimental and expansive approaches to photography and media arts, announces a robust slate of Spring Salon programming from January to June 2026.

The VSW Salon features film screenings, artist talks, Community Curator™ events, performances, and workshops; showcasing the work of local and national artists working in experimental approaches to film, photography, performance, installation, and archival research. Tickets are available at vsw.org or at the door for all in-person events.

The VSW Salon calendar is now available online and in print, and includes a wide range of activities, including artist talks, open studios, exhibitions, film screenings, workshops and book launches. Many Spring Salon events are related to VSW's spring exhibition, **_Peer Bode: Signal into Memory_** , which features projections and installations of recently digitized videotapes from Peer Bode's archive which have never been shown publicly. For more than five decades, video

artist **Peer Bode** (Hornell, NY) has created an influential body of work that investigates electronic media events, systems of perception, and the cultural impact of media tools and technologies. This exhibition will feature an extended selection of Bode's "Process Tapes", many of which were recorded as real-time events at the Experimental Television Center between 1975-83.
The exhibition runs February 6 through June 6, 2026; details are below.

"We have been in our new location in the Susan B. Anthony neighborhood for nearly a year, welcoming both new visitors and longtime VSW supporters," shares **Tara Nelson, VSW Chief Curator and Managing Editor, VSW Press.** "This spring, we are excited to continue inviting the community into our exhibitions and public programs. Through talks, film presentations, open artist studios, workshops, and opportunities to engage with the VSW archives, we create space for reflection, conversation, and connection. This season, as we mark 50 years of video art making, we offer a moment to reflect on media past and present, while considering our future."

2026 VSW SPRING SALON PROGRAMMING

[Jasna Bogdanovska: Project Space Resident Open Studio & Artist Talk](#)
Thursday, January 22, 6-8pm, Artist Talk at 7pm
Project Space Resident Jasna Bogdanovska (Rochester, NY) is a multimedia artist who explores issues of femininity, culture, migration, duality, and identity using various media such as photography, installation, and video. Her photographic practice blends analog, digital and alternative processes. Bogdanovska's project, *Between Near and Far,* explores migration and duality following the Mid-Atlantic Ridge. As a part of her Open Studio, Bogdanovska will present an Artist Talk about her practice and her current works in progress.
Free and open to the public.

[Peer Bode: Signal into Memory](#), Spring Exhibition
February 6 through June 6, 2026
Wednesday - Friday, 11am to 6pm, Saturday, Noon to 4pm
In a career spanning over five decades, video artist Peer Bode (Hornell, NY) has created an extensive
body of work that investigates electronic media events, active perception systems and the cultural impact of media tools and technologies. VSW's spring exhibition, *Signal into Memory,* includes projections and installations of recently digitized videotapes from Bode's archive which have never been shown publicly, as well as prints that reflect his work with video in material form. *Signal into Memory* is curated by Tara Nelson and Nilson Carroll of Visual Studies Workshop, where Bode's tapes have been preserved.
Free and open to the public.

[Peer Bode: Signal into Memory](#), First Friday & Exhibition Opening
Friday, February 6, 6-9pm
Join VSW for the opening reception of *Peer Bode: Signal into Memory.*
Free and open to the public.

[SLUDGE /// Love Sludge Film Screening](#)
Thursday, February 12, 7-9pm
VSW's most unique cinematic series, SLUDGE combines multiple 16mm films from the deepest corners of the VSW film archive and projects them simultaneously, creating critical collisions, jovial juxtapositions, and exhilarating experiments. This early February, SLUDGE presents the perfect moment for series curator and projectionist Mary Lewandowski to mine the VSW collection for as many expressions and interpretations of romance and heartache (Kissing and Missing) that can fit on the screen at one time.
[$10, free for VSW Members](#)

[Game Jam #1: Flickgame](#)
Saturday, Feb 21, 1-5pm
A game jam is an event in which artists, makers, poets, and storytellers make a video game entirely from scratch, in one sitting. The game jam series will culminate in an in-person pop-up arcade of games made during the series, which will take place at VSW in May. The first tool featured in the series is Flickgame, an easy-to-use, intuitive game engine for making small, doodle-based narratives, designed by London-based freeware games artist Increpare. Flickgame is the perfect way to get started making games and digital art.
[$10 donation; No experience needed](#)

[Electronic Echoes: Video Art from the 1970s and 80s](#)
Thursday, February 26, 7-9pm
When video became a commercially available medium in the 1970s, artists quickly began to explore it as a form for creative expression. To celebrate the launch of VSW's current exhibition, *Signal into Memory*, this event highlights a range of approaches from abstract imagery to street documentary, made by artists over a two-decade period when moving image tools, aesthetics and audiences expanded rapidly into the electronic realm.
[$10, free for VSW Members](#)

[rebekkah palov: The Plane(s) Extended + Open Studios: Yanbin Zhao](#)
Friday, March 6, First Friday, 6-8 pm
The Plane(s) is a weekly livestream show featuring original sound and video recordings combined and composed in real-time using original computer programs, created by artist rebekkah palov (Hornell, NY). For First Friday, *The Plane(s) Extended* will perform the second iteration of "The Leaf" (a column) - an enchanting two-hour light, sound and video event intended for in-person audiences.

First Friday at VSW also features Open Studios with Project Space Resident [Yanbin Zhao](#) (Los Angeles, CA), a multidisciplinary artist, working with 16mm experimental film, video installation, performance, photography, and mixed media. Zhao examines the ruptures and entanglements that distance creates—across histories, geographies, and subjectivities. His work engages themes of labor, memory, language, and diaspora, often navigating the liminal space between the visible and the ineffable, the translated and the untranslatable.
Free and open to the public.

Signal Culture presents: FLUX
Thursday, March 12, 7-9 pm
Debora and Jason Bernagozzi (Binghamton, NY) are media artists working with real-time analog and digital image processing equipment, custom made hardware and software, a variety of interactive interfaces, and alternative imaging devices in a modular format. They are also co-founders (with Hank Rudolf) of Signal Culture, an experimental media art environment located in Binghamton, NY. For the VSW Salon, the Bernagozzis will present *FLUX,* a live audiovisual performance using vintage video hardware and state-of-the-art digital tools. Using live image processing and remixing granulated arrangements of sonic transmissions, this work serves both as a love letter and a critical examination of the wonderful and problematic experience of living in Colorado before proceeding to the next horizon.
$10, free for VSW Members

Game Jam #2: Ren'Py
Saturday, March 21, 1-5pm
A game jam is an event in which artists, makers, poets, and storytellers make a video game entirely from scratch, in one sitting. The second tool featured in the Gamejam series is **Ren'Py**, an open source, beginner-friendly game engine for making narrative games using text, images, and sound. Through a simple scripting language, artists and storytellers can create both small and complex interactive narratives, poems, or worlds.
$10 donation; recommended for those with beginner experience level (basic computer skills)

In Dialogue: Collaborations with Charles Gaines
Friday, March 27th, 7-9pm
Charles Gaines (Los Angeles, CA) is a renowned conceptual artist whose practice spans five decades. Gaines uses systematic approaches to his work to visualize underlying social constructs in language, history, and race. He is known for influential artworks such as *Faces, Numbers and Trees,* and his groundbreaking exhibition, *The Theater of Refusal: Black Art and Mainstream Criticism*. Gaines, who earned his BA and MFA from the Rochester Institute of Technology, is the subject of an exhibition at the university, curated by Ellen Tani, Assistant Professor of Art. This program coincides with the exhibition and will feature works by and in collaboration with Charles Gaines, alongside films and videos that Tani has selected from the VSW collections.
$10, free for VSW Members

Open Studios: Preston Gannaway
Friday, April 3, First Friday, 6-8pm
Preston Gannaway (Forestville, CA) is a documentary photographer and queer artist whose work centers around intimate narratives of American communities and landscapes. Her project, *Remember Me*, was awarded the 2008 Pulitzer Prize for feature photography. Her first book, *Between the Devil and the Deep Blue Sea* (2014), explored a seaside neighborhood in Virginia. During her residency, Gannaway will be working on a new series of work about growing up gay in

the 1990s, exploring her own disappearing queer history through personal archival material and contemporary landscape photographs.
Free and open to the public.

Handmade Film Workshop
Tuesdays in April, 6-8pm (April 7, 14, 21, 28)
Create a 16mm film without using a camera! Participants will create a unique visual experience to be seen at 24 frames per second. They will work directly on film with drawing, painting, scratching, and dyeing techniques, and experiment with incorporating found footage to create a true collage of sound, image, and texture. Participants will focus on producing film loops and collaged 35mm slides towards a public projection event on Friday, May 1.
$100/ $80 for VSW Members. Materials provided.

Image Processing: Video Works by Matthew Schlanger
Thursday, April 9, 7- 9pm
Matthew Schlanger's (Nyack, NY) image-processed video works are serial constructions created with custom-built analog and digital processors. Each video is a real-time synthesized recording in which sound and image are parallel structures, often using periodic waveforms as image and sound source material. Schlanger is both an artist and a tool maker. He has been working with analog synthesizers since the 1980s, and continues to create video in his home studio in Nyack, NY. Following the screening, Schlanger will discuss his practice and how tool-making has fed his image-making process.
$10, free for VSW Members

Game Jam #3: Bitsy
Saturday, April 18, 1-5pm
A game jam is an event in which artists, makers, poets, and storytellers make a video game entirely from scratch, in one sitting. The final tool featured in this series is Bitsy, an approachable, DIY tool for making small, lo-fi, 2D worlds to explore and interact with, designed by artist Adam le Doux. Bitsy is perfect for makers who want to further experiment with text, image, and interaction.
$10 donation; recommended for those with beginner experience level (basic computer skills)

Lingua Lucem: The Language of Light
Thursday, April 23, 7-9pm
Lingua Lucem is a live audiovisual performance duo (Joel Dow and Ava Monske, New Orleans, LA). Through meditative electronic tones and interactive video feedback, Lingua Lucem builds electro-acoustic soundscapes and conjures visual fields in a resonant ritual of sound and image. For each performance, Lingua Lucem creates an altar of instruments, including vintage video cameras, TV monitors, and handmade synthesizers, as well as botanical elements such as stones, sticks, and flowers to be blended into the visual system throughout the ceremony. Each performance is a unique response to the energy of the environment and the electronic signal that flows through it, speaking in a language of light and sound.
$10, free for VSW Members

[Game Jam and Handmade Film Workshop Showcase](#)

Friday, May 1, First Friday, 6-9pm

Throughout the spring, VSW will host a Handmade Film workshop as well as three in-person game jams centered around various free and accessible game-making tools (Flickgame, RenPy, and Bitsy). The jams are an inclusive way for local and regional game makers, artists, storytellers, and hobbyists of all ages and skill levels to meet up, support each other, and encourage the creative process. This pop-up arcade is a showcase of artists' games made during these meet-ups for the public to play and engage with. Along with the arcade, VSW will project the 16mm films and 35mm slides made by students in the Handmade Film workshop. Free and open to the public.

[Open Studios: Wayne Liu](#)

Friday, May 8, 6-8 pm

Wayne Liu (Brooklyn, NY) engages with the complexities of identity shaped by his life between Taiwan, his birthplace, and the United States. This continual movement informs both his sense of belonging and his artistic practice. Wayne's practice excavates ancestral memory. During his Project Space Residency, Wayne will be focusing on his current series, *Times Past & Times Present,* where he is approaching his personal history as an archaeological site through experimentation in the darkroom. Through installations that scatter photographs like words forming fragmented sentences, he examines and unsettles fixed notions of memory, history, and the photographic medium itself.

Free and open to the public.

[Book Launch, *Peer Bode: Open Fields*](#)

Thursday, May 14, 7-9pm, Artist Talk at 8pm

Join us for the launch of our most recent VSW Press book, *Peer Bode: Open Fields*, which expands upon Bode's five-decade career working with electronic media as an interactive system. To celebrate the publication, we will host a conversation between Bode and artist Sherry Miller Hocking, who have been close friends and collaborators since meeting at the Experimental Television Center in the 1970s. Their conversation will be moderated by Mona Jimenez, who, with Sherry Miller Hocking and Kathy High, co-edited the two volume series *The Emergence of Video Processing Tools* (Intellect, 2014). This event will feature selections from the VSW Press book, a short series of video works, and engaging conversation on Bode's extensive work as an electronic media artist.

Free and open to the public. The Artist Talk will be livestreamed via [VSW's twitch channel.](#)

VSW Alumni Reunion
Friday- Sunday, May 29 - May 31
Visual Studies Workshop alumni are welcome to join fellow students, teachers, and VSW friends in Rochester to reconnect and celebrate 57 years of Visual Studies Workshop. Schedule and registration information will be shared on vsw.org.

***Signal into Memory* Curator Talk with Tara Nelson and Nilson Carroll**
Saturday, May 30, 2-3pm
Co-curators Tara Nelson and Nilson Carroll will give a brief tour and share their insights on the work selected for the *Peer Bode: Signal into Memory* exhibition.
Free and open to the public.

Closing Event: *Peer Bode: Signal into Memory*
Friday, June 5, First Friday, 6-9pm
This party marks the closing of the *Peer Bode: Signal into Memory* exhibition.
Free and open to the public.

About Visual Studies Workshop: Visual Studies Workshop nurtures experimental and expansive approaches to photography and media arts and builds community among artists and the public through exhibitions, publications, and residencies. VSW was founded in 1969 in Rochester, NY by photographer, educator, and curator Nathan Lyons (1930–2016), and became one of the earliest independent, not-for-profit, artist-run spaces in the country. More than 50 years later, the organization's mission is reflected in its core programs: VSW Exhibitions and Salon events, Project Space Artist Residencies, and VSW Press. In support of VSW programs, the organization holds substantial photography and moving image research collections and an art library for artists, critics, and the general public to explore, research, and reuse. vsw.org

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